

week 72:	an emt
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Emergency Medical Technicians are the first responders in the event of medical emergencies. They respond to any medical emergency, and are usually dispatched by emergency operators.

Games:

1. **Active:** Stop, Caution, Go!

EMT's are regularly called out to car accidents which are caused by drivers who challenge the rules of the road.

Played with three covered torches or if you want to create more realism, make a large cardboard traffic light with holes in it through which a torch of each colour can be flashed. If torches are difficult to get, use three fairly large squares of cardboard coloured red, amber and green.

Cubs pretend they are 'cars' and 'drive' around. When the green light is on the Cubs need to make the noise of the car of their choice. When the amber light shows they stand still and make a 'ticking over' noise. When the red light shows they fall flat on the floor and keep dead still. For any mistakes made a Cub loses a life. After losing three lives he/she must go to the garage 'for repairs' (sit out). The last Cub left is the winner. Keep the game short so that the Cubs 'in the garage' don't get bored. It is better to have five or six winners than to let it go on too long.

2. **Relay:** Messengers

When there is an emergency, it is very important that you are able to relay a message correctly.

Tell the Cubs that they have just come across a nasty accident in Church Street, on the corner of First Avenue. Two motor vehicles have collided and six people have been injured. Each Six must make up a message to phone through to their Dad so that he can do something because that is the only telephone number they can remember.

When the messages of 15 words are ready, the Sixes swap messages and the Sixer now looks at the message he/she has received and puts it in his/her pocket. At the other end of the playing area stands his/her Six in relay formation. The first Cub comes up to the Sixer who whispers the message to him/her. He/she then calls the next Cub and so on until all have heard the message. The Leader collects the messages from the Sixer and listens to what the last Cub has to say. Comment on the message devised and accuracy of the delivered message.

3. **Circle:** In my First Aid Kit...

An EMT carries a large first aid kit to the scene of an accident. I wonder what he/she has inside?

The Cubs sit in a circle. The Leader starts by saying "in my first aid kit I put some plasters". The next Cub continues by saying "in my first aid kit I put some plasters and a pencil". So it goes on around the circle, including simple first aid requirements

until no-one can remember all the items listed. The Cub with the best memory wins a point for his/her Six.

4. **Revision:** What do I do?

Always remember you should only ever call the emergency services if there is a real emergency.

Cut out the attached statement cards (one set per Six); place them at the other end of the playing area, opposite each Six. In relay formation, Cubs are to run to the cards, turn one over and put them in the correct order. After everyone has had a turn, check the order and revise what to do in an emergency.

Sense Training:

1. **Sight:** What have we got in our First Aid kit?

Lay out assorted items for a home first aid kit – roller bandages, plasters, safety pins, tweezers, gloves, etc. Allow the Cubs to look at the items for a minute then cover up the items. Give the Cubs a few minutes to write down or draw everything they remember. Count up the number of items each Cub has listed correctly. Uncover the items and let them look again. If time permits, let the Cubs talk about the items and how they would be used.

2. **Feel:** What have I got here?

Put assorted first aid items in old socks/stockings, feely bags, plastic bags, etc. Either in Sixes or in a circle pass the bags around; allow the Cubs to feel all the items, and then ask them to write down or draw what they felt.

Yarn:

I hope someone in this family knows how to get hold of the emergency services!

Home Safety

The Johnson's were a terribly unlucky family, everything seemed to go wrong. Nicholas, the 9 year old son, made himself a toy engine and painted it. His little sister Sue played with it and tore her finger, on a nail he'd left sticking out, when Nicky snatched it away from her.

She jumped backwards, crying, knocked over a clotheshorse standing in front of an electric fire, knocked it on to the fire, which had no guard, and the clothes caught fire.

Nicky ran to fetch a bucket of water, could only find a milk bottle, and filled it with water. He ran back to his sister and tripped over a corner of the mat, which was crumpled up and fell, breaking glass and cutting his knee.

Mother, hearing the noise, ran in from the garden, put her foot in Nicky's paint pot, fell and sprained her ankle. Dad came in, put things right and blamed everybody. He went to mend the electric fire, which had fused, and got badly shocked, as it had not been switched off.

What an unlucky family! Or wasn't it just bad luck? Could it all have been avoided?

Craft/Activity:

1. **Activity:** First Aid Collage

Create a collage of first aid supplies using bandages of assorted sizes, gauze, tongue depressors, cotton balls, plaster, etc. If you don't want to use the real thing, cut pictures out of magazines.

2. **Activity:** Emergency Kits

Get every Cub to make a simple emergency kit. Explain what each item is used for.

Singing/Play Acting:

1. **Singing:** We are Safe (sung to 'Mulberry Bush')

This is the way that we are safe, we are safe, we are safe
This is the way that we are safe every day of the year.

This is the way we cross the street, look left then right, left then right
This is the way we cross the street look left then right for safety.

This is the way we ride in the car, sit up straight, buckle your belt
This is the way we ride in the car buckle your belt for safety.

2. **Playacting:** Telephone Conversations

Divide the Pack into two teams and number each team from 1 to 12 (or how many you have). Two telephones and two piles of cards are in the centre on the circle. When the Leader calls a number, the two Cubs with that number must go to a telephone, pick up a card and act out the conversation. Watch out for correct procedure and also for a sense of responsibility for actions taken. The following is a suggested guideline:

Caller: Phone the EMS to report a car accident.
Receiver: You are the person at the call centre.

Caller: Phone to report a fire at the local primary school.
Receiver: You are the person taking calls at the fire station.

Advancement covered:

Silver Wolf:

Aptitude Challenge: First Aid – Know the importance of summoning adult help in the case of accidents AND make a simple emergency kit and know how to use it.

Gold Wolf:

Aptitude Challenge: First Aid – Know how to behave in an emergency situation AND know and explain how to activate the Emergency Medical Services in your neighbourhood.

Revision Card Statements:

Take a deep breath to calm down a little.	Tell the operator there is an emergency.
Call 112 (cell phone)	Call 10177 (Ambulance response)
Follow all the operator's instructions carefully.	Tell the operator there's an emergency.
Say your name and where you are (the exact address if you know it).	Stay on the line until the operator say it's OK to hang up.

Make sure the scene is safe. If it's not, wait in a safe spot until a grown-up or an emergency team arrives.

Explain what happened and how many people are hurt. (The operator will need all the information you can provide, so give as many details as you can.)